AMBER

Journeys Beyond™

Death Is Not The End

Thank you for purchasing AMBER: Journeys Beyond™. Creating this game has been as much an adventure for us as we hope playing it will be for you.

The ideas behind this game were conceived a long time ago, in a Louisiana Bed and Breakfast. This particular B&B has a reputation for being haunted, and being skeptics, we wanted to see for ourselves if that reputation was deserved. For several nights, we sat in the darkened living room of the Inn at 2:00 in the morning, waiting and hoping for a "visit." We filled those long hours by telling each other ghost stories. Although we didn't actually see any ghosts, we did encounter several unusual events and came away from the experience with our minds more open to the possibilities of the paranormal. We also came away with a rough outline of the stories you will enjoy in AMBER: Journeys Beyond™.

There were times throughout the development of AMBER: Journeys Beyond™ when it seemed we had stirred up the 'activity' level in our own offices. On pressing the first AMBER CD for beta testing, we found the disk to be unplayable. After troubleshooting for some time, we finally discovered the problem. The letters "A-M-B-E-R" had been inexplicably scratched, in reverse, on the data side of the disk. Needless to say, that disk is now on display in our offices. Another peculiar incident prevented us from creating the game's golden master. At the precise moment the 'write cd' command was to be executed, we lost electrical power for two days. As a consequence, we were unable to create the golden master until Friday, September 13th. Both of these events serve to remind us that things do indeed go bump in the night.

So enter our world, uncover its secrets, and have fun! But first, a word of warning: If you suddenly feel the urge to look over your shoulder, go ahead and do it. You probably won't find anything, but better safe than sorry...

Regards,

The Wimmers
Hue Forest Entertainment

The dark mountains of North Carolina.

You're home from work. You've had a long day, so you pop something in the microwave and settle down to check your e-mail before dinner. You boot up your PC and sign on.

The following message awaits you:

Hi, it's me again....I'm going to ask a favor of you in a minute, but I figured I better explain why before I do the actual asking.

In a nutshell, Roxy's up to her old tricks again. As you know, we've been developing a technology for tracking paranormal activity. Although I haven't been able to tell you much about our new product line, let's just say that the latest stuff goes beyond tracking. Way beyond. We've got some equipment up and running and I've worked with Roxy for long enough to know she'd want to do the early tests herself. Normally that wouldn't bother me...It's just that the stakes are so high this time.

She's up at that old house she bought, which, as you may have heard, is reputed to be extremely active. She's treating that house like a lab. She has it totally wired with all of our latest equipment. And although we'd never tell Roxy this, we're afraid she's

getting in a little over her head. Some of that equipment is still in the form of early prototypes...fragmentation is a REAL problem area. I made her promise she wouldn't do anything hasty without one of us around. But you know Roxy.

So here's the favor. Would you mind driving up there and checking up on her? We're asking you because I know that you and Roxy worked together on that dream research. She respects your work. I think she'd probably listen to you.

Thanks in advance. And one final favor, be really cautious here. It's easy to catch Roxy's enthusiasm. Don't let her talk you into doing anything stupid.

Regards,

Joe

It's still daylight, and Roxy is a good friend. The house is only a few hours away. You should be able to get there before too late tonight...

Minimum System Requirements: Windows®95 on an IBM® or 100% compatible 486DX2/66 or faster machine, 8Mb RAM, High-color (16 bit) video card, 45Mb of free hard disk space, 4X CD-ROM drive, sound card.

INSTALLATION:

1. Insert AMBER: Journeys Beyond™ CD in the CD-ROM drive.

2. If your system supports the AutoPlay feature, the Setup will start automatically. Just follow the prompts,

3. However, if your system does not support AutoPlay, then

   A) Select the Start button

   B) Choose Run from the Start Menu

   C) At the Open Box, type "D:\setup.exe",

   where D is the letter of your CD-ROM drive.

   D) Click on OK and follow the prompts

RUNNING AMBER:

1. Once AMBER: Journeys Beyond™ has been installed, you may select AMBER: Journeys Beyond™ from the AMBER: Journeys Beyond™ group in your Start Menu.

2. If your system supports the AutoPlay feature, you may also insert the AMBER: Journeys Beyond™ CD in the CD-ROM drive, and the game will start automatically

How to Play AMBER: Journeys Beyond™:

DO NOT READ THESE INSTRUCTIONS!

Instead, we encourage you to jump in and start playing. We believe that AMBER: Journeys Beyond™ is so intuitive that you will not have any problems catching on. However, if you are new to computers and have a tenuous relationship with the mouse, please read on...

Exploring...

...AMBER: Journeys Beyond™ is very simple. There are no complicated mystery icons to decipher, no arcane keyboard commands to memorize. Simply explore the game environment with your mouse, and the cursor will provide direct feedback on where you can go and what you can do.

The Inventory:

Throughout the game, you will discover various objects, some of which may be manipulated, some carried for later use, and some simply viewed where they stand.

At the bottom of your screen, the game will display an 'inventory' of the objects that you are carrying. The first time you click on an object that can be carried, it will appear in the foreground. A second click on the object will add it to your inventory.

If an object in the game cannot be picked up or placed in inventory, don't automatically assume it to be unimportant—this may simply mean the object need not be transported to another location in order to be useful.

Objects in inventory are represented only by their outlines. Positioning the cursor within the inventory will display images of the actual objects. Clicking on such an image will bring that object into play.

Many objects in inventory are tools that can be used at critical points elsewhere in the game. If an object is a tool, the cursor will change shape when the object has been selected. To apply the tool, click the cursor in the area of the game screen where you intend to use it. If it can be used there, you will see the result of your action. If not, the object will return to your inventory for later use. If a tool has been properly used and is no longer needed, it is automatically removed from your inventory.

Note:
On occasion, an item in inventory will flash to call your attention. Be sure to keep an eye out. You might miss an important clue if you aren't careful!

Menu Options:

File
The file menu provides access to the following options:

New Game
Starts a new AMBER: Journeys Beyond™ game.

Load game
Allows you to return to a previously saved game.

Save Game
Saves the game you are currently playing.

Save Game As
Allows you to create a new saved game file.

Quit
Opens the exit screen for AMBER: Journeys Beyond™. Here, you can view the game credits, LOAD a game file, SAVE the current game, RESUME game play, or QUIT the program.

Sound Level
Allows you adjust the sound volume at any time in the game.

Transitions
Allows you to alter the visual transitions between locations in the game. 'Best' will cause the game to smoothly and fade from scene to scene. 'Better' will cause the game to either wipe or zoom to the next scene. 'None' will eliminate transitions altogether.

Please Note: The default setting of 'Best' is highly recommended. We suggest using the 'Better' or 'None' settings only when playing the game on slow systems.

Brightness
If AMBER: Journeys Beyond™ appears to be too dark on your screen, the Brightness menu will allow you to adjust the game to suit your preference. Keep in mind that the story takes place in a nighttime setting. For optimum enjoyment, we recommend that you avoid the temptation to increase the brightness any higher than is necessary.

Please Note: If you experience problems with the screen brightness while playing the game, verify that your 'Monitors' control panel has been set to 'Uncorrected Gamma' in the options dialog.

CUSTOMER SERVICE / TECHNICAL SUPPORT:

Thank you for purchasing AMBER: Journeys Beyond™. We hope you enjoy playing the game as much as we do. We strive to offer our customers high-quality hassle-free software. If for some reason a problem arises, please contact us before returning your game. Most problems that occur can be fixed easily over the phone or through a simple e-mail message.

We can be reached at:
Phone: 310.542.7105 between 9:00A.M. and 5:00 P.M. PST
E-mail: support@education.com

Or write to us at: CUC Software, ATTN: AMBER PC Support
19840 Pioneer Ave. Torrance, CA 90503

PLEASE NOTE: If you wish to find hints or gameplay information about AMBER: Journeys Beyond™, please refer to the following web-site: http://www.hueforest.com.

If you really, really need a hint, check out the file HINTS>WRI" on the AMBER: Journeys Beyond™ CD.

Please do not call our technical assistance lines for puzzle solutions or game play hints. Thank you.

TROUBLESHOOTING:

For optimal playing conditions, your display should be set to 16-bit color.

If you experience any display problems, be sure that you have the most current video driver version for your display card. Display drivers are often available for downloading through most on-line services. In addition, most manufacturers of video display cards have web sites that include the most current display drivers.

In general, if you experience a crash while playing, it may be due to a similar conflict with other applications. All screen savers should be turned off before installing or playing AMBER. AMBER is not compatible with PointCast; be sure to disable PointCast before playing. Also, it is a good idea to turn off all TSRs prior to playing.

On systems with AutoRun enabled, attempting to launch AMBER from the Start Menu, then inserting the CD, may result in problems. Please insert the AMBER CD before launching the application.

MANUALLY INSTALLING QUICKTIME™ FOR WINDOWS:

QuickTime for Windows is needed to play AMBER. If there is a problem with QuickTime for Windows on your system, you may manually install this program by following the directions below.

1. On the Start Menu, choose Run

2. At the File Run Box, type in "D:\Qt32inst.exe", where D is the letter of your CD-ROM drive.

3. Click on OK and follow the prompts.

If you experience other technical problems running the game, following are some possible solutions...

SYMPTOM:
Animated areas of the screen have a greenish tint and stand out from their backgrounds...

SOLUTION:
This suggests that your display card is not completely Windows 95 compliant. Check to see if there is a more current video driver available for your display card. If so, try the new driver. Alternatively, setting your display to 24-bit color will correct the problem.

SYMPTOM:
Animations do not run smoothly...

SOLUTION:
Try increasing the cache size of your CD-ROM. To do this, open the "System" Control Panel (from the Settings menu of your desktop). Next, select the "Performance" tab in the control panel. Select "File System" from the Advanced Settings at the bottom of the control panel. Finally, select "CD-ROM" tab. You will see a slider that allows you to adjust the size of the "Supplemental cache size." Move the slider all the way to the right, increasing the cache size to "Large." Click "OK" to save changes, then exit the control panels.

SYMPTOM:
System does not respond to mouse clicks...
-OR-
Animations do not run smoothly...

In some game sequences, a looping animation appears on screen. The animation will continue to play until you click the mouse button to move. On some 486DX2/66 systems, the game will not accept mouse clicks in these situations.

SOLUTIONS:
If this occurs, open the "AMBERpref.ini" file in your Windows directory and make the following change to the "performance" setting: "performance=1"

CREDITS:

CREATIVE DESIGN: The Wimmers

3D MODELING AND ANIMATION: Frank Wimmer, Dave Boddy

PAINT EFFECTS AND SOUND: Susan Wimmer

PROGRAMMING: Jim Allman

MUSIC: Jim Crew

CHROMAKEY PHOTOGRAPHY: Jeff Cravotta

ROXY VIDEOGRAPHY: Neal Forney

DOMAIN VIDEOGRAPHY: John Stegall

LIGHTING DESIGN: Tammi Thornton

PERIOD COSTUMES: Bill Little

ART IN ROXY'S HOUSE: Emily Andress, Charles Gatewood, Aletha Jones,
Susan Wimmer, Frank Wimmer

RADIO ANNOUNCERS: John "Boy" Isley, Billy James, Randy Brazell, Lowell W. Shumaker,
Ted "The Bear" Richards, Katherine Kinnin, Donna Hill

CAST:

ROXY: Sandi Fix

BRICE: Michael Brocki

MARGARET: Emily Andress

VOICE OF MARGARET: Susan Wimmer

MANDY: Tommi Swinson

EDWIN: Matt Andress

VOICE OF EDWIN: Lauren Andress

VOICE OF CHIPPY: Greg Purdy

SPECIAL THANKS...

Emily Andress, John Clover, Ronald Boddy, Jennifer Allman, Wendi Boddy,
André Mercier, Rob & Sue Pasqual, Scott Meade, Paul Cross, Craig & Dina McLendon,
Randy & Jorie Tucker, Betsy Lee, and The Red Team (Aliens Rule!)

OUR MUSES...

Sam Raimi, Joel & Ethan Coen, Alfred Hitchcock, They Might Be Giants, Soul
Coughing, The Captain With No Name, The Tragically Hip, everyone at Goodberry's,
and (most of all) the cast and crew of The Love Boat.

Created by

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ENTERTAINMENT